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Amendments to the Specification

Please change paragraph 006 page 2 of the Specification to read as follows:

[0006] With respect to video games played by a single player (either on a console or personal computer (PC)), the video game program determines how best to mimic real life. On the other hand, with respect to games played over the Internet, game programmers must consider network latency that will delay an action, or, in a multiplayer setting, display a different progression of the same game to players based on a variety of criteria. The time difference of the display to respectively different players can be extremely small, perhaps no more than 500 ms (equivalent to approximately one half of a second), which may seem like a relatively insignificant passage of time; however, in a real-time game such a time difference may be determinative of game outcomes.

Please change paragraph 021 page 7 of the Specification to read as follows:

[0021] In order to describe the present invention, examples are provided with respect to a typical multiplayer online game. In these examples, users are represented in a virtual reality as their own avatars, or characters. Each character is assigned a particular designation based on their his or her involvement in the game at a given point in time. Character designations are reassigned continuously throughout the game, depending on various qualifying factors, which will be described in more detail below. The terms "designating," "assigning" and "qualifying" are used interchangeably herein to describe the mechanism for which a character is placed into a certain group and/or becomes an active participant in a game event such that the dynamic re-sequencing and synchronizing solutions of the present invention can be adequately conveyed. Also, in the examples herein, the actual human participants in the game may be referred to with respect to the characters they control within the game.

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Please change paragraph 022 page 7 of the Specification to read as follows:

[0022] In one example showing how the present solution to network latency is implemented, all characters on a given playing field are divided into one of two groups: an action group and an awaiting group. The action group comprises an initiator, an intended receiver and potential interceptor(s). The initiator is usually in possession of a game object (i.e., a ball), and an action initiated by the initiator is a game event. An interceptor may attempt to capture the game object and although he may not actually gain possession thereof, he would have a chance to alter the outcome of what the initiator wants to achieve (e.g., to pass the ball to another teammate), which for purposes of this example will be called the goal. The intended receiver is on the receiving end of this goal and, in some cases, there can be more than one intended receiver. Characters in the awaiting group would queue up according to a predetermined, game-specific formula that qualifies them in a specific order to replace and assume the role of intended receiver and/or interceptor. The qualification process takes place recurrently in very short intervals, and a new goal is established once the result of the previous goal is determined.

Please change paragraph 032 page 12 of the Specification to read as follows:

[0032] The present invention has been described above in terms of certain preferred embodiments so that an understanding of the present invention can be conveyed. However, there are many alternative arrangements for dynamic re-sequencing not specifically described herein, but with which the present invention is applicable. Although specific features have been provided, dynamic re-sequencing in the present invention would equally be embodied by other configurations not specifically recited herein. The scope of the present invention should therefore not be limited by the embodiments illustrated, but rather it should be understood that the present invention has wide applicability with respect to ~~eartheter systems~~ online multiplayer games generally. All modifications, variations, or equivalent elements and implementations that are within the scope of the appended claims should therefore be considered within the scope of the invention.